

GRID ANIMATION PROJECT

BIBLE

INTRODUCTION

The TRON ANIMATION PROJECT will be an exploration of the universe first seen in 1982's *Tron* and the upcoming 2010 *Tron Legacy*. Using the world and characters of these motion pictures as a springboard, we will be following the adventures of new characters and a few old favorites as they face new adventures in an ever expanding universe.

OVERVIEW

A young program – BECK – ventures out of his small corner of the Grid in an attempt to end the tyranny that threatens to overwhelm his family and friends. Along the way, he is recruited by TRON – the legendary protector of the system – to carry on his mantle of heroism. Beck then must take his first big steps toward adulthood and responsibility by facing the challenges of the fight for freedom. And along the way, this ordinary kid ignites a revolution as he picks up the mantle of the greatest warrior the Grid has ever seen.

Okay, now that's all well and good but just what the heck are we talking about? Before we go any further, it's time to acquaint ourselves with the unique vocabulary of *Tron* –

NOMENCLATURE

PROGRAMS:

Programs are the inhabitants of Tron world. They appear to the viewer as people. And, for all intents and purposes, are people. They are our characters. Although designed for specific functions, the changes (to be discussed later) in the *Tron* universe that have occurred have set the stages for these programs to develop increasingly human characteristics and, more importantly, to grow.

USERS:

Users are humans. The ones who have created the programs – but in the case of our Grid, one person in particular is responsible for all these programs' existence – Kevin Flynn. The existence of users in the real world is a subject of debate among programs. Some believe they exist, others don't. Some believe they care for the well being of programs, others don't. It's *Tron* theology. As far as the history of the System --- there has only been one User to ever show up – and that was the creator of the system, Kevin Flynn. And his disappearance has been painted as the ultimate betrayal by Clu, although there are some who believe otherwise...

During the series, Flynn will be the only User we will see.

DEREZZING:

There's no blood in *Tron* – battles can be vicious and fought to the death, but when a program meets their end it comes in the form of a derezzing – where the program disintegrates into thousands of cubes and dissipates, never to be seen again.

RECOGNIZER:

A floating military vehicle employed by Clu's army. Horseshoe shaped and the size of a skyscraper, these formidable vehicles can wreck havoc on any who oppose it.

LIGHT CYCLES:

The signature vehicles of the *Tron* world – souped up motorcycles that careen through the world at impossible speeds while leaving a trail of solid "light" walls in its wake. Walls that are deadly should an opponent slam into it.

DISC:

The “soul” of a program – the Disc is worn on the back of every program and contains all the data that makes up their programming. Including their memories and functions. Everything that makes that program an individual. It also can be removed from one’s back and used as a Frisbee like weapon – only deadlier. When slammed into an opponent it causes an immediate derezzing.

THE GRID:

The world of the *Tron* universe. The Grid is the vast “System” wherein all the cities and locales are situated. In *Legacy*, we spend most of our time in one city but in this series we will see the Grid extends further than we ever imagined.

ISOS:

Isomorphic Algorithms. As the Grid grew and developed far beyond what Kevin Flynn ever dreamed, it did something surprising. It generated its own programs – with no User input. These self generated programs –ISOs – were seen as a threat by Clu and exterminated. However, they came to symbolize the possibilities of the Grid and the programs within it. They taught the programs willing to believe that it was possible to grow past one’s functions and develop into wholly original beings.

TIMEFRAME:

Set in the immediate aftermath of the “Purge,” the series will examine the time period where CLU rose to power and moved the entire Grid under his oppressive thumb. In human years, we’re centuries away from the arrival of Sam Flynn. Kevin Flynn has hidden in the outlands and only recently set up his safe house as he protects Qora, the last ISO.

When last seen, Tron was assassinated by Clu and his forces during their takeover. However, we will quickly learn that all is not as it seems. Tron actually survived and is in hiding – biding his time until he can find a way to free the system.

SETTING

The ARGO SECTOR. Through the series we learn that the City seen in the film is really only one small part – albeit the headquarters – of the world. The Grid expands out in seemingly limitless directions. We will be focused on the Argo sector. In which we find ARGO CITY. In Grid terms, it’s a small but growing village. Filled with programs who are pioneering this distant corner of the system. They are in the process of building up their small budding community into another city. However, with Clu’s oppressive regime in power, the utopian ideals of what this community could become have been supplanted by Clu’s wish to make everyone live under his rule.

SET UP

At the onset of the series, we see – post purge – the harrowing takeover of the Argo sector by Clu’s general –TESLER. Clu’s propaganda is permeating the system. The latest, and most insidious, news that Clu is spreading is that Kevin Flynn – the much admired User – has KILLED Tron. On the back of this lie, Clu is spreading fear and hatred of the Users, which allows him to more easily conquer the programs in the system.

With the Argo’s sector’s freedom in jeopardy and the dark cloud of slavery falling over its people, a hero needs to rise up... Beck has heard the propaganda about Flynn killing Tron. Followed by Clu’s proclamation that HIS rule will better the system. Beck is one of the only programs who doesn’t believe any of this. And while he sees all those around him succumbing to Clu’s propaganda and rule, Beck’s nature gets the best of him and he instinctively questions this Orwellian society. And soon his questioning, which his friends tell him is not only useless but dangerous, starts to lead him to another place. A place of action. Others believe this is the state of the world and thus should be accepted. They argue that Beck should make the best of it. Beck, however, has a growing sense of purpose that is pushing him to take matters into his own hands. Seeing his sector endangered, Beck sneaks out at night and impersonates Tron. He believes that if the programs in the world believe Tron is alive and struggling against Clu, it will inspire them to fight back and regain their freedom.

Beck's secret crusade attracts the attention of the real Tron – who is not dead but in hiding. Seeing potential in him, Tron recruits Beck with the hope of finding a successor. But now a difficult gauntlet is in front of Beck. Can he meet the difficult challenges Tron presents him with? Can he be trained to do what must be done? Can he grow up? And how does he deal with the impossible situation of discovering that the love of his life is also his most dangerous adversary? With all this stacked against him, can Beck become the hero Tron says he is destined to become? The hero the system so desperately needs.

CHARACTERS – THE HEROES

BECK:

Seventeen year old Beck is a good hearted and innocent young program. He works at a Garage repairing ships and vehicles. And is constantly frustrated – he'd rather be riding these awesome vehicles and engaged in the excitement of the battles raging elsewhere in the System than being stuck repairing them in his remote corner of the Grid. He's an every-boy. Good hearted but also struggling with all the issues of adolescence. However, in the wake of the Purge, he is wracked with guilt. Perhaps he should have left his "family" (in this world like minded programs associate with each other, forming de-facto families) and joined the battle. His friends and family say he was better off staying. Clu was ruthless and de-rezzed all those who opposed him. Beck would surely have been killed. Perhaps by staying home Beck and his friends will remain safely out of Clu's spotlight. Alas that line of reasoning proves wrong. Clu has his eyes on everything in the Grid and is systemically making his away across it. And now his forces have finally reached Beck's community. In a vicious show of force, Clu's forces have swept through the sector and rounded up residents whose functions seem no longer useful. These programs are then enslaved and forced to either fight in the games or work as slave labor for Clu. Among these conscripts is ROMAN – an older brother figure to Beck – who escaped and went off to do what Beck never did – fight in the wars against Clu. Beck has always regretted not joining him. That regret turned to guilt when Roman briefly returned to help his people but is hauled off by Tesler's forces. Beck watched helplessly as Roman was killed. A vicious example made by Tesler to show the people the price of resistance. In the wake of this tragedy, Beck is forced to reconsider the state of the world.

Circumstances are now conspiring to force Beck into a hero role. And once he comes into contact with Tron – and learns that Tron is looking for a successor – Beck is forced to deal with a new problem. Insecurity. Does he have what it takes to pick up the mantle of this great hero? Because of the spark of humanity that is discovered inside of Beck, we see that he has special abilities. Abilities both intellectual and physical that have been dormant until now. He must learn to master and perfect these abilities in order to become the hero the system needs. The ramifications of this power he discovers within himself and how he learns to utilize and control it are the basis for the hero's journey that Beck will embark upon. And it is when Tron spots this power in Beck – that he realizes he may have found his successor.

Part of Beck's journey will be the constant struggle between right and wrong and, more complicatedly, how to go about achieving one's goals. In a world where force is often used to achieve victory, it would seem a short cut to success but one that Beck must learn to avoid. There are many ways to solve a problem – and while fighting and action will be integral to the series, like any great warrior Beck will learn that using his brain is just as important, if not more so, than his muscle. Beck will be forced to rely on his wits and powers of persuasion to move the Grid closer to the place it needs to be. A place of peace.

TRON

Our fallen hero. Once the greatest warrior of the system – in fact it's much needed protector. Tron was a security program whose sole function was to be heroic and selfless. A function he has succeeded at beyond anyone's hopes. Which is why he became Clu's number one target. He has been deeply damaged by his run in with Clu. But now, coming to terms with the fact that he is no longer able to fight on his own, he must find the way to pass on his wisdom to another. To mentor the next generation and find a successor who can wear the name Tron proudly and effectively. He sees Beck as that successor and the series will follow his attempts to bring out the best in this young program. As for Tron himself, the series will illustrate how this broken hero has his spirit restored by this young boy and then, tragically, we will follow his downfall as he is transformed into the ultimate villain (as seen in *Legacy*) – RINZLER.

Tron is our mentor character. A program of great wisdom, who has seen much adversity and is now challenged with figuring on how to pass on his wisdom in a manner that will be most effective to his young charge. Tron lives by a strict code of right and wrong and will try to steer Beck on the right path, knowing full well all he can do is steer. It is up to Beck to realize his own potential or not. But there is one thing he is determined to instill in Beck – that as alluring as “the fight” may be they can not succumb to violence for violence's sake. For if they become as bad as those they are fighting then all is already lost.

THE VILLAINS

TESLER

One of Clu's Generals. Tesler is an eccentric, power hungry dictator-wannabe who serves at the pleasure of his master and is desperate to please him. However, he is not happy to be stuck overseeing this remote sector. His hope is that by successfully crushing any and all opposition in the Argo sector he can impress Clu and gain more power. However, things don't run smoothly as the seeds of rebellion have been fomented in the area. Cruel and quick tempered, Tesler sees himself as a father figure to be obeyed and can't understand why all won't succumb to his will without resistance. Tesler has bigger things on his mind. The Argo Sector is small potatoes in Grid terms but Tesler knows if he's successful here, he can move up in the ranks in Clu's army. He's the State Senator with an eye on Washington.

PAIGE

Yes, we've included her on the villain page, but that's simply because of who she's fighting alongside. Paige is actually a bit more complicated than "good" or "evil" would suggest.

She's confident and slick in her demeanor. Nothing ruffles her feathers. Although just seventeen she has the wisdom and intellect of one far older. If this were High School, she'd be the popular girl you hate because she's not just beautiful, but also equipped with smarts that will take her far in life. So how did someone so bright wind up on the side of Clu? Well, Paige has endured her share of tragedy. She grew up in a small town in the outlands. During the purge the town was attacked. But NOT by Clu. No, war is a messy affair, and her town was the victim of friendly fire. In the ensuing chaos, her friends and family – believing Paige to be dead in the attack – raced off to safety. Abandoning her. When she emerged from the rubble of her home, she looked around and saw devastation. But worse than physical destruction was the emotional devastation. She was abandoned. She knew not why, and as she pondered what happened she was rescued by Tesler and brought into the fold of Clu's army. She's seen the flip side of what Beck has seen and truly believes that she is on the right side. Abandonment being her core fear, she pushes herself to be the best at everything so that she will always be useful and never been seen as someone worth leaving behind.

This abandonment issue is one that Tesler has preyed upon. He knows full well that Paige's family left because they thought she was dead – and that she thought they just didn't care about her. He uses this circumstance to his advantage. Seeing this weakness, Tesler has filled the gap in Paige's life. Letting her believe that her family left her on purpose rather than out of self preservation, he now fills the role of caring father because he sees the great warrior potential in Paige. Exploiting her fear of further abandonment, he pushes her to reach her potential. As a result, Paige has become the ultimate

overachiever. She believes if she is not the best, Tesler will have no use for her and leave her too.

She's now Tesler's field commander. A vicious warrior with unmatched combat skills – which explains how she rose to this position at the young age of seventeen. She is a true badass and becomes Beck's chief antagonist and, eventually, the object of his desire. Their constant clashes are a chess match of combat and attitude as, despite being on opposite sides, they realize they are more alike than either would care to admit. Paige is someone who has bought into Clu's propaganda wholeheartedly. So rather than being pure evil, she is misguided. And as the series progresses, despite their constant combat, Paige and Beck both recognize a mutual attraction. And it is this attraction that they are constantly at odds with because of the war they find themselves in.

PAVEL

Tesler's number two. The ultimate weasel. Hates Paige. He's jealous of her special relationship with Tesler. He thinks HE should be field commander and not a glorified administrator. He's essentially an evil assistant – he secretly believes Tesler is a moron and wants to be in charge himself. Sure of his ability to do things better. But also aware of Tesler's ruthlessness, he has to keep these ideas to himself and wait for the moment when he can move to the forefront.

THE FRIENDS

ZED

Beck's best friend. Naïve. Looks up to his friend for guidance. And Beck is always helping him out of trouble. He provides Beck, on a friendship level, with his first taste of responsibility. Zed and Mara are his co-workers at the garage and the closest thing Beck has to a family now. But Zed has a much simpler view of the world than Beck. He sees things through the prism of optimism. Unburdened by the pain Beck has gone through, Zed is filled with hope. What he doesn't realize is that the beacon of hope that is alighting the system is coming from his best friend's clandestine activities.

MARA

The "girl program next door." Best friends with Beck and Zed. And if they were self aware, they'd all realize that Zed is in love with her. She is super independent, almost to her detriment. Always afraid to rely on anyone else, she is constantly getting in trouble for trying to do everything on her own. A trait she must overcome as Tesler's force become a daily part of life in Argo City.

ABLE

Our "grandfather" figure. Able owns and runs the garage where Beck, Zed and Mara work. He was one of Flynn's first programs and is the elder statesmen of Argo Sector. Because he's been around longer than anyone else, he's seen more. Both good and bad. And is constantly worried about the future. History has shown great tragedy to him and he wants to avoid such tragedy befalling those he cares for. His overriding emotion is fear. Fear of what's happened. What is happening. And what will happen. But this is played comically for the most part. In some ways he's the system equivalent to a hypochondriac. He's the ultimate overprotective parent. And if he knew what was Beck was REALLY doing after hours, he'd have a Tron-coronary.

From time to time characters from *Tron Legacy* will appear. In small doses, they will hopefully effectively juice the series at key moments in the overarching season long arcs.

THE RECURS

ZUSE

In the series, we will have the opportunity to see Zuse before he lost his ideals and became a selfish entrepreneur who only cares for himself. At this time, he was still a hero. Flawed. But a hero.

BARTIK/HOPPER

Merely glimpsed in the film, we can see these tough guys as the face of the resistance. From time to time they can show up in the Argo sector to provide assistance. Clu's reign of terror has spread the resistance thin, so the help they can offer is minimal and forces Beck to rely on his own wits and cunning to survive. Bartik is the thinker. The planner. The brains. Hopper is the hot head and the muscle. But they share one trait in common – and that is an intense devotion to their cause. They intend to achieve their goals by any means necessary. And it is this commitment without any regard to collateral damage that Beck must contend with as *Tron* counsels him that it's more than just the goal that's important. It's how you get there.

QORA

The last ISO. Used sparingly, she can be a beacon of hope for the oppressed programs. At this point in time in our chronology, she is a protector to Kevin Flynn who only ventures out for the missions of the utmost importance.

FLYNN

Tucked away in his safe house, we see (as we alluded to in the film) that Flynn was still fighting in this time period. Directing the resistance. A climatic beat of the first season could be Beck meeting Flynn. This will provide Beck with the key ingredient to keep up his fight. Hope. If Flynn can survive, then perhaps one day this world will be free again.

BIT

Slightly evolved from the 1982 Tron – but still not quite a fully functional program. He was the program that found a wounded Tron and helped him to safety. Now he lives with Tron and assists him in his training of Beck. He becomes an aide in Beck's journey to learn the ways of navigating the system. Of course, Bit is also learning and growing and maybe bites off a bit more than he can chew when trying to help. All of which will hopefully be for comedic effect.

CHARACTER RELATIONSHIPS/DYNAMICS

BECK/TRON

At its core it's a mentor/pupil relationship in the mold of Yoda/Luke. Beck looks up to him initially – he's working with the legendary protector of the Grid, how could he not? But quickly, Beck's penchant for independent thinking gets in the way and causes sparks to fly. He can't just blindly do what he's told. And Tron has to grudgingly adjust for this reality. Through their adventures, trust will be built and it becomes extremely important to Tron that Beck, if nothing else, does one thing – and that is keep the fact of Tron's continued existence a secret. He can never tell anyone that Tron lives. Especially Kevin Flynn. For if Flynn knew Tron were alive, he'd come searching for him. Which would unnecessarily endanger Flynn. Tron would rather die than put Flynn's existence in jeopardy. Because as long as Flynn is alive, there is still hope for the world. Keeping the secret of Tron to himself becomes one of Beck's toughest challenges.

BECK/PAIGE

The “heart” of our series. These two nemeses will have a long and complicated relationship that – waaaaay down the line – will blossom into love. But for now, at the start, they are bitter rivals. Paige, as Tesler's field commander and best soldier, will be the adversary that Beck butts heads with most often. But it's not pure hatred – it's actually more of a grudging, mutual respect that we see between the two of them. And there is a bit of Clark Kent/Superman/Lois Lane going on. When not fighting oppression under the tutelage of Tron, Beck's encounters with Paige are much different. She doesn't even give him a second look. And that, oddly, starts to frustrate Beck as he begins to realize, against his better judgment, that he has feelings for Paige.

Paige's need to be the best is also a large component of their relationship. This need is fueled by Beck as he takes up the mantle of Tron. He's the first worthy opponent she's had and it pushes her to fight and work harder than she has ever had to do before.

BECK/ZED/MARA

More of that secret identity tension comes into play here. These three have been best friends for as long as they can remember. They have done everything together. But now one of them – Beck – has a secret. And it's starting to create some tension in the group. Beck struggles to preserve his friendships as he works hard to follow Tron's instructions and training. It doesn't help that Zed and Mara always look to Beck for guidance. He is now forced into the uncomfortable position of lying to them for the first time. But his fierce loyalty to his friends also makes Beck certain to always do everything he can to protect them.

ZED/MARA

Best friends forever. But a burgeoning romance has started. Well, almost. It's kinda one sided. Zed has discovered he has feelings for Mara but has no idea how to express them or act on them. Mara is blissfully unaware, much to Zed's ongoing frustration.

BECK/ABLE

A kind of comic mirror to Beck's relationship with Tron. Able is Beck's boss at work, but more than that Able sees himself as Beck's protector. He looks at his employees with great care. They are more than workers, they are his family. And having been around for such a long time, Able has seen enough that he has what he believes is quite a lot of well deserved fear for the future. Beck tries to humor him and make him feel better about his activities but Able is constantly looking after Beck. And, although well meaning, these intrusions cause Beck's secret life to become even more complicated than it already is becoming.

BECK/TESLER

Although they don't have much interaction off the field of battle, on the field Beck – as the new Tron – has become Tesler's number one target. The leader of a burgeoning resistance, he wants nothing more than to stop Beck. Which is fine for Beck, because he wants nothing more than to stop Tesler and send him packing out of the Argo sector.

PAIGE/TESLER

Paige is Tesler's number one field commander. Since Tesler rescued her, she feels extreme loyalty to him. A loyalty that may blind her to his darker side. She wants nothing more than to please him so that she can avoid further abandonment. Tesler is emotionally manipulative, always preying on Paige's desire to be the best. Holding out his approval as a carrot she may never receive because he knows it will push her to do his bidding.

TESLER/PAVEL

Comic relief on the villain side of things. Pavel is the ultimate sycophant, always doing anything and everything to get in the good graces of his boss. And Tesler? He's an easy mark. Buying into it because, despite his transparent nature, Pavel does get results. He appeals to Tesler's massive ego. Pavel, on the other hand, actually thinks his boss is an idiot and that he can do things much more effectively, but he's also smart enough to know that if Tesler found that out, he'd kill Pavel.

PAIGE/PAVEL

When they are around Tesler, Pavel acts as though he is Paige's biggest fan. Constantly lauding her accomplishments. But once Tesler leaves, he turns on her. Supremely jealous, he can't believe that she is Tesler's favorite. He's constantly trying to undermine her to his own benefit. Paige, on the other hand, looks at Pavel as nothing more than a nuisance. She doesn't take him seriously as a threat to her standing with Tesler. An attitude that can occasionally bite her as Pavel has a real danger lurking beneath his comic surface.

FORMAT

In classic superhero structure, Beck will be forced to deal with the dual responsibilities of his daily life as a citizen of Argo City and his secret life as an agent of Tron.

By day, Beck is a mild mannered young program, trying to make his way in this terrifying world. But, by night, he dons the mantle of Tron as he fights for the freedom of the Grid. He keeps his double life secret from his friends – the only one who shares his burden is his mentor and teacher, Tron. Each episode will be designed as a standalone adventure featuring Beck in his ongoing battle to free his sector while training under the tutelage of Tron. Interspersed in each episode will be beats in a larger, season long, story about the evolution of the Grid under Clu's reign. These moments will reward the avid viewer but will be implemented in a manner to not step on each episode's ability to be watched independently and in any order. And side by side with the action, will also be smaller emotional character stories about Beck, his family and friends – and how they forge ahead in this unique world.

THEMES

We want to explore the notion that, though the ISOs have been purged, their mark remains on the system. Their mere presence has awakened something inside all programs. A spark of humanity. This is why Clu exterminated the ISOs. And this is why he is trying to enslave the programs. He sees this budding humanity as an imperfection – and a threat. Beck, our hero, is the first to feel that humanity. And thus is forced to wrestle with his discovery that he is “different” – is it a good thing or a bad thing? Both ends of this spectrum are represented by the characters of Clu and Tron. Clu wants all programs to reject whatever humanity they see or feel. While Tron – not dead, but past his prime – spots this humanity in Beck. Sees it as potential. And tries to fan the flame. Tron sees hope for the system in Beck because it appears that Beck has outgrown his programming in a way that others have not. In the Tron world, programs – until now – have been limited by their functions. They only did what they were programmed to do. However, Beck is different. His specialness manifests in a few different ways. He thinks outside of his programming. His innate problem solving ability far outstrips his, and any other, program’s. But even more than on an intellectual level, Beck demonstrates phenomenal physical prowess. And under the tutelage of Tron, this natural raw talent is molded into the ultimate warrior. A warrior who is only matched by his chief rival – Paige.

Beck stands for something that Flynn never could have dared to dream when he created this world. That the ISOs – which were beyond Flynn’s imagination – could spark a change in programs this massive. Beck is the first to feel this effect. And his growth comes to exemplify all that Flynn hopes this world can become. If the programs are allowed to naturally evolve and the evil forces on the Grid can be dispensed with anything is possible.

It is Beck’s journey – and ultimately the journey of all the programs in the world – that will fuel the show as they discover this truth about themselves.

WORLD

ON THE GRID

Firstly, in the series the World of Tron will take place entirely within the system. On The Grid. We will not venture out into the “real” world. Although characters may speak of the real world and acknowledge its existence, the intent is to explore the Grid and make it feel as lifelike and tangible as possible. The stakes of our series rest on the emotional attachment we form to this world. So while the Grid will be visually stunning and unique – it should also be a recognizable reflection of our world – but through the enhanced prism of what computers do to mankind’s vision. It is a spectacular realization of our best hopes and dreams and, with our villains, our worst nightmares.

ARGO SECTOR

In *Tron Legacy*, the story is confined to The City and the neighboring Outlands. In the series, we want to explore the notion that The Grid extends far beyond what we saw in the film. We will explore and live in areas that are only hinted at the film. Primarily we will be located in the Argo Sector. A remote segment of the Grid that is only now growing populous. Within it is –

ARGO CITY

A “boomtown” – Argo City is a small town that is rapidly building and growing into a city. And its increasing population and size has attracted the attention Of Clu’s forces. The abundance of energy reserves in the nearby outlands has made it a key part of the sector and an area that Clu needs in order to fuel his vast army. Which is why he has sent Tesler to take over the city and coopt its resources for the greater good of the system.

Geographically, Argo City is bordered on side by the vast outlands that stretch out into heretofore unexplored regions of the Gird and, on the other side, by a vast sea –

THE SEA OF SIMULATION

An ocean of energy that borders Argo City. It is what has kept the city separate from the world we saw in *Legacy*. But now, Clu’s forces have crossed the sea to take up residence in Argo City.

The city itself is broken up into a number of regions that will be our recurring “sets” –

ARGO SQUARE

The main street in downtown that leads into a town square. In the center, are huge steps a la the Spanish Steps in Rome that lead up to a gleaming new Statue of Clu that has been erected at the top of the steps. This will be a symbol of the new government that has overtaken the city. It will also be an area where we can see civilian life and our characters can interact with each other and their new antagonists.

There will also be shops and eateries. Including an energy shop where our characters can re-charge. Outdoor tables allow for socialization and can serve as backdrops for scenes between Beck and his friends.

ABLE'S GARAGE

Where Beck works along with Zed and Mara. A vast repair facility that, up until, recently, had been used for the repair of local residents' personal vehicles. But now, with the arrival of Tesler and his forces, business is booming. All manner of vehicles come through for repairs and tune ups. Recognizers. Light cycles. Light Runners. The whole gamut of vehicles we've seen and some new ones yet to be conceived.

It should be a boy's fantasy of getting to work with the fastest, coolest cars in the world. And the machinery and technology is beyond anything in the real world.

In addition, the upper levels of the garage continue living quarters where Beck, Zed and Mara reside. In Beck's area will be an empty bed. The one that belonged to his brother, Roman. It will never be removed – a constant reminder of what Beck is fighting for.

All of this is presided over by the watchful eye of Able.

As the series progresses, the Garage will eventually be coopted by Tesler. Pavel will be installed as a supervisor – and the tension at work will ratchet up.

TRON'S SAFE HOUSE

After escaping Clu's forces, Tron needed to find a place to repair himself and regroup. He retreated into the Argo Sector and constructed a safe house for himself. Unlike Flynn's safe house in *Legacy* – this one was created by a program. So its aesthetic is quite different from Flynn's. It's inside a hollowed out mountain and filled with tech equipment he's scavenged from across the sector – from the remnants of fierce battles, Tron has stitched together a rather hi-tech headquarters.

The mountain façade is actually translucent. From the outside, it appears to be just a large mountain. But from inside, Tron and whoever else is currently occupying the safe house can look out at the surrounding areas with a 360 degree view.

Within the safe house, and one of our most important locales, will be Tron's training facility. Essentially a kick ass gym, it's where he puts Beck through his physical paces – teaching him the ropes of combat.

ARGO PARK

A vast park in the center of Argo City. It's essentially a playground where our characters can play "Disc Games" and other Tron Games to blow off steam. The Tron World equivalent of a neighborhood basketball court where pick-up games can be played. Unlike in the coliseum, these are friendly, non-deadly games. No de-rezzing. As Beck's skill grows he, frustratingly, has to hide it from his friends in the park so that no one gets a clue that he is secretly the one taking up the Tron mantle.

TESLER'S BASE

A military base set up on the border of Argo City. It is filled with fearsome weapons and vehicles as Tesler's army masses. Although they say what they are doing is for the good of the system, the fearsome might sends chills down the spines of some residents. If Clu and Tesler really want to improve the lives of the inhabitants is such force really necessary?

In addition to military might, there are barracks for the troops. And Tesler's biggest project –

THE COLISSEUM

A coliseum for games is being constructed. Throughout the season, this will be one of the projects Tesler is overseeing. When completed, it will house games meant to entertain – and keep in line – the people of Argo City. And unlike in the park, the stakes in these battles are life and death.

MICRO SERIES

A conceptual framework would be a five part “interrogation.” In part one, we see Beck get “bagged” and kidnapped. He is taken to an interrogation room where a masked figure asks him questions about his activities. In each segment, these questions will lead to a flashback scene where we introduce the various components of the series through short scenes. For example: seeing Beck watch as his older brother figure, Roman, is hauled off by Tesler’s forces. Seeing Beck pretend to be Tron for the first time and mount his first attack on Tesler’s forces. This interrogation will hopefully allow us to meet all the main players and set up the conflict quickly, but emotionally. The final segment will reveal that the interrogator is not, as we’ve been led to believe, part of Tesler’s forces – but rather is TRON HIMSELF. He’s been testing Beck to see if he has the specialness that Tron suspects is present in him. The micro series will end with Tron asking one final question of Beck. “Will you become the next Tron?”

CHARACTER ARCS

Over the course of the series we will arc the growth of all the characters but in subtle fashion so as still to preserve the standalone nature of individual episodes.

BECK

The classic Hero's Journey. From small town garage worker to hero. He's a kid in a small town fixing Light Cycles and vehicles in a garage for other people to use when he'd rather be out in the world doing the things that, up until the start of the series, he had only been hearing about. With his brother-figure Roman at war, Beck feels like he's been missing out. But once Roman dies, Beck faces the harsh reality of both becoming a hero and growing up. Beck's growth into a hero will run parallel with his growth from boy to man.

In relation to Tron, Beck learns to trust his own judgment through Tron's teachings, just as Tron learns to trust it as well. And as things get more difficult in Argo City, and Beck starts to lose faith, it's restored by an encounter with Flynn. He learns to never give up hope. And in a key moment toward the end of the season, he has the opportunity to tell Flynn about Tron but chooses not to do so. He has taken Tron's lessons to heart and has his priorities in order.

And like any teenager, Beck will go through a crisis of self esteem. Is he worthy? Is he truly capable of being what is expected of him? And by the end of the series, he will grow into a self-assured man.

TRON

Tron, no longer physically able to do what he once did – and also realizing his very presence on the Grid would prove dangerous to Kevin Flynn – has to learn over the course of the season how to cede his position as protector of the system to this young upstart. In many ways he is a reluctant mentor at the start. Doing what he does out of necessity. But as his relationship with Beck grows and deepens, he learns to respect his protégé and realizes he has made the right choice in successor.

PAIGE

In relation to Beck, she spends most of the season suppressing her attraction to him but can't help letting her respect grow. They reach a point down the line where they find themselves in a situation with a mutual enemy and have to help each other. She offers Beck the chance to join her, and when he refuses their animosity continues, now tinged with disappointment at what might have been.

EPISODES

NOTE: In addition to each episode's A story, there will also be a B story, sometimes intertwined, involving Tron training Beck. These training sessions will also serve as a place to set up the theme of each episode. Additionally, there may also be a C story/comic runner involving Zed/Mara and his friends in each episode.

- Rumors spread that Tesler's forces are transporting a new weapon – one that can have fierce and deadly implications for the Grid. Beck ambushes the transport ship and recovers the device. And it is a small, seemingly innocuous “power booster” – that once attached to a disc gives the wearer enhanced abilities. Tron analyzes the device and thinks it's too dangerous to use – it should be destroyed. But Beck is tempted to try it out and finds that it gives him great power that seems to move him quickly through his training. But it also changes his personality, making him much more aggressive. Over the course of the episode, he learns there are no short cuts and he must make the difficult choice to give it up and do things the hard way. By following Tron's training. Thematically, we would deal with the notion of not taking short cuts in life.
- Beck and Paige are engaged in an intense battle when they find themselves trapped in a deteriorating “island” in the sea of simulation. As the land around them breaks apart, they are forced to rely on one another for help. With a common goal – survival – they are able to, for the first time, really get to know one another. Beck figures out the way out of their situation and is faced with a choice – he can get out and leave Paige to die or he can bring his most hated rival with him. His good side wins out and Beck rescues Paige. However, rather than bring them close together, Paige feels ashamed at having been beaten and vows revenge. So, once again, they part ways as enemies. Although with a new, deeper understanding of one another.
- Tesler is preparing Argo City for the arrival of Clu. He is coming to see how things are progressing in this sector. In anticipation of his leader's arrival, Tesler has clamped down and basically declared martial law. And he's threatened the citizenry. Should anyone cause trouble during the visit, one hundred programs will be sent to the games to die. Beck is faced with a choice – is it worth exploiting this unprecedented opportunity to cause damage to Clu and his forces or is it better to allow his people to survive. With Bartik and Hopper planning to sabotage the event, Beck is forced to actually sabotage the resistance in order to save a hundred innocent lives. He's not willing to achieve what may be a laudable goal at the expense of his own morals.
- Roman's friend returns from battle to Argo City and stays with Beck. Beck is enthralled at meeting this war hero and hearing the tales of his late brother figure, Roman. But suddenly it comes to light – that perhaps this friend's survival didn't happen the way he said. Sadly, he turns out to be a traitor who gave up key information to Clu in order to secure his freedom.

- Energy rations are put in effect as Clu has discovered Argo Sector is the most energy rich portion of the Grid. Tesler forces the city to live on a minimal ration in order to curry favor with Clu – the increased energy flow will be Tesler's to take credit for. Determined to stop this, Beck engineers a heist of the transports and redistributes the energy in a Robin Hood story.
- Zed and Mara are wrongly implicated for an act of defiance against Tesler that Beck secretly committed. They are sent to the games to die. Knowing they will never survive, and feeling guilty, Beck must infiltrate the games and sneak them out. All while dealing with issues of learning to take responsibility for one's own actions.
- An old rival of Beck's from growing up – think school bully – is now part of Clu's army and is now in town to briefly take control of the garage. He needs to supervise Beck and his friends as they work to fix a fleet of Recognizers. Beck wants to sabotage his efforts only to find out this old rival is actually a double agent for the resistance. Thematically, he learns to never judge a book by its cover.
- In the midst of what appears to be a critical juncture in their training, Tron fakes his disappearance leaving Beck on his own. Beck is forced to trust his own instincts – a lesson that Tron felt was important as more and more Beck was starting to rely on his mentor.
- Beck as the new Tron has his first seeming failure when a daring attempt to sabotage Tesler's latest military plan falls well short of success. On the run, he is cornered in a building in Argo City. He's backed into a corner with no way out, when for the first time, his actions have been noticed by the citizens of Argo City. And they rally up, united for the first time, and repel Tesler's forces just enough for Beck/Tron to make his escape. This first spark of rebellion gives Beck hope that his missions, whether they succeed or fail, have a larger, more important purpose.